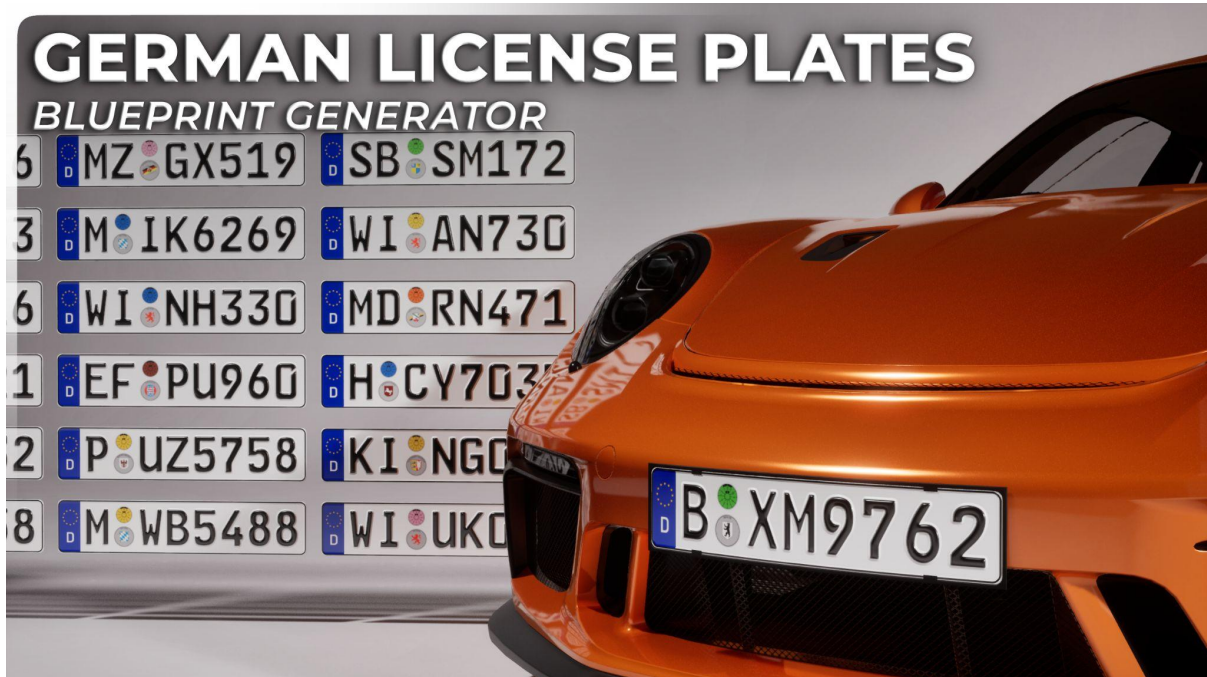


German License Plates

Blueprint Generator

Documentation

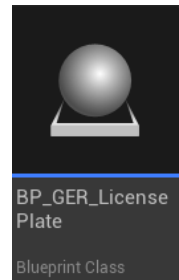


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1. Implementation (Standalone Actor)

The core of this pack is the **BP_GER_LicensePlate** actor. You can easily drag and drop this blueprint directly into your level to create static license plates.

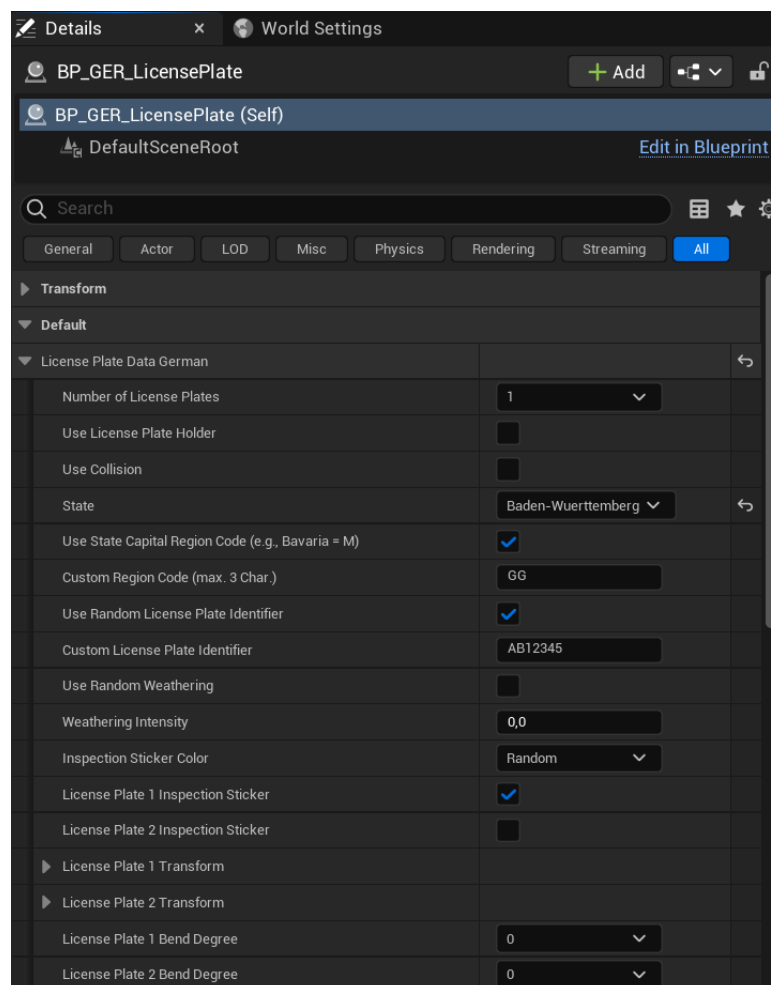
1. Open the Content Browser and navigate to the blueprint folder.
2. Drag and drop the **BP_GER_LicensePlate** actor into your level.
3. Select the actor. In the Details Panel, locate the **License Plate Data** category.



2. Actor Variables: License Plate Data

All parameters are neatly organized within the License Plate Data struct.

- **Number of License Plates:** Enum to select how many plates are spawned (0, 1, or 2).
- **Use License Plate Holder:** Boolean.
Toggles the visibility of the plastic license plate holder.
- **Use Collision:** Boolean.
Enables or disables the collision of the license plate mesh. (Note: Disabling is recommended if attaching to vehicles).
- **State:** Enum. Allows you to choose "Random" or one of the 16 German federal states. This automatically updates the state seal sticker (Wappen) on the plate.
- **Use State Capital Region Code:** Boolean.
If true, automatically sets the first letters (Region Code) to the capital city of the currently selected state (e.g., Bavaria = M).



- **Custom Region Code:** String (Max 3 characters). Input your specific city/region letters here. (Only used if "Use State Capital Region Code" is false).
 - **Use Random License Plate Identifier:** Boolean. If true, generates a random alphanumeric string for the second half of the license plate (after the stickers).
 - **Custom License Plate Identifier:** String. Input your specific characters here. (Only used if "Use Random License Plate Identifier" is false).
 - **Use Random Weathering:** Boolean. If true, generates a random weathering value for scratches, edge wear, and dirt.
 - **Weathering Intensity:** Float. If random weathering is disabled, you can manually define the dirt and wear intensity here.
 - **Inspection Sticker Color:** Enum. Select the color of the inspection sticker ("Random", "Blue", "Yellow", "Brown", "Pink", "Green", or "Orange").
 - **License Plate 1 Inspection Sticker:** Boolean. Toggles the visibility of the inspection sticker on the first plate.
 - **License Plate 2 Inspection Sticker:** Boolean. Toggles the visibility of the inspection sticker on the second plate. (*Note: In Germany, typically only the rear plate has an inspection sticker*).
 - **License Plate 1 Transform / License Plate 2 Transform:** Adjusts the relative position, rotation, and scale of the respective plates.
 - **License Plate 1 Bend Degree:** Enum. Select the desired curvature for the first license plate. Ranges from 0 to 20 degrees in 2-degree increments.
 - **License Plate 2 Bend Degree:** Enum. Select the desired curvature for the second license plate. Ranges from 0 to 20 degrees in 2-degree increments.
-

3. Global Material Settings

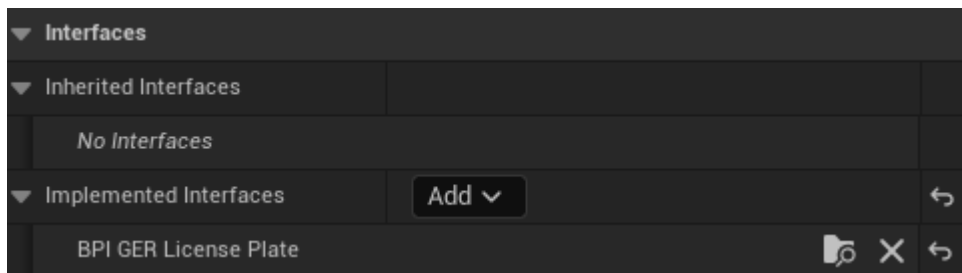
For global visual adjustments that affect all license plates simultaneously, open the Material Instance **MI_GER_LicensePlate**. Here you can tweak global PBR values (Roughness, Metallic) and modify the global Dirt Color.

4. Parent Actor Implementation (Vehicles)

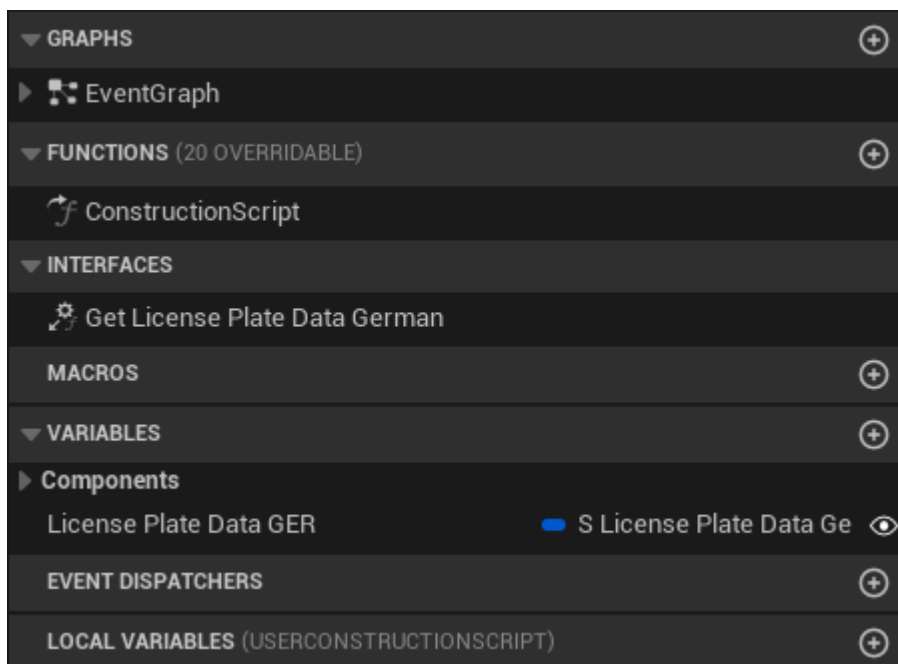
To attach the dynamic license plates to an existing actor (e.g., your drivable vehicle blueprint), you must use the included Blueprint Interface.

1. Open your Vehicle Blueprint.
2. Add a **Child Actor Component** and set its Actor Class to **BP_GER_LicensePlate**.
3. Go to the **Class Settings** of your Vehicle Blueprint.

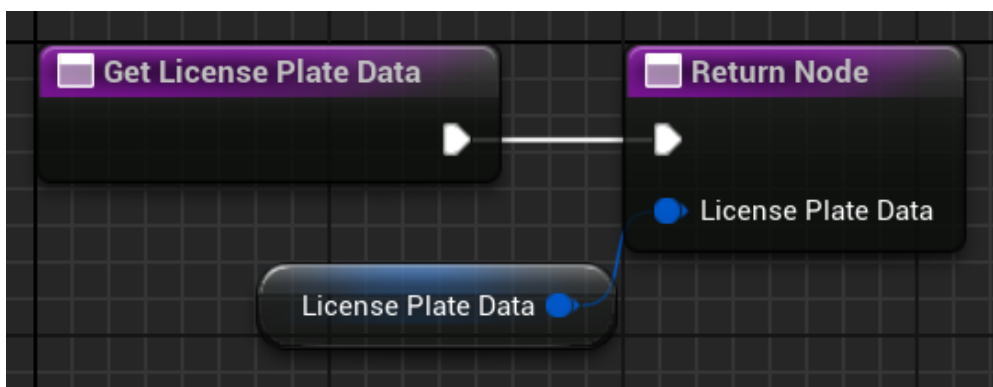
4. In the Details Panel, under **Interfaces**, click **Add** and select **BPI_GER_LicensePlate**.

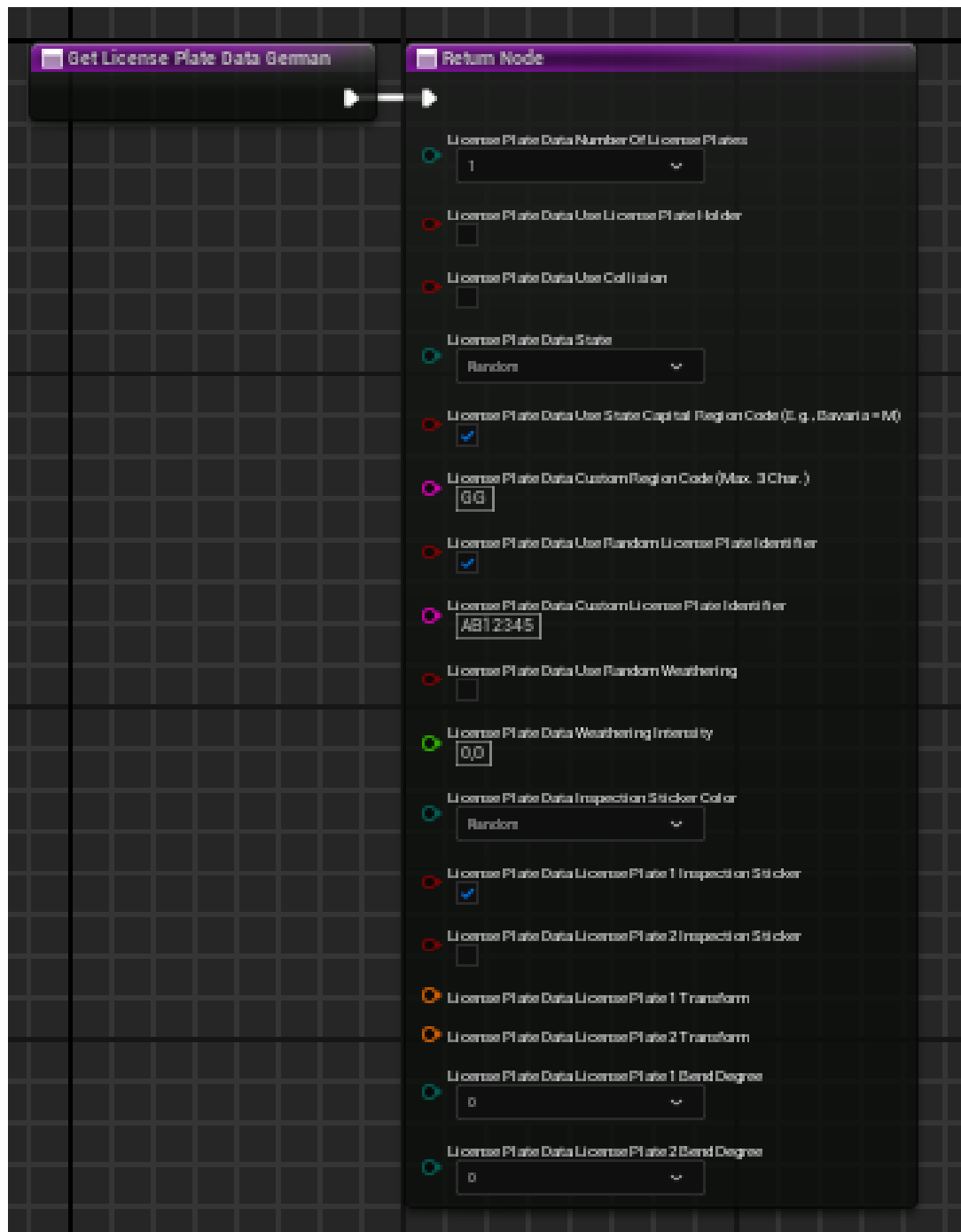


5. Once the interface is added, the function **GetLicensePlateDataGerman** will appear in your Blueprint's "Interfaces" list on the left side.



6. Double-click **GetLicensePlateDataGerman** to open it.
7. Right-click the Return Node's struct pin and choose **Split Struct Pin** to manually plug in your desired configuration variables, or promote the Return Node to a variable to easily edit the data on the vehicle's Details Panel.





5. Support

If you have any questions, please send an email to support@geamgames.com